This project is a ready-to-deliver [slide deck](https://docs.google.com/presentation/d/1NH9697VE9bd9x7EUX5tDJZBRSfFTYwlDXr7wqCFtl9Y) on the role of computer scientists in tackling climate change. It has three primary functions:

* To educate computer science audiences about the actual proof behind climate change, and to convince them that it is certainly happening and a serious threat to their futures.
* To lay out a theory of change that illustrates the computer science community’s vital role in climate action, and to give concrete examples of how computer science is already being applied to make major progress.
* To provide a clear set of short-term steps for individuals to get involved to be maximally effective in their own capacity.

I originally conceived of this project after spending months attempting to answer these questions for myself, and creating this presentation served as an opportunity to crystallize my thoughts and to provide a shortcut for others who could reach these conclusions faster. I spent several months looking through the different categories of solutions, ideating on how computer science might contribute to them, and finding organizations already doing so. Over time, a consistent set of themes began to emerge: (1) the most effective, politically-palatable way to tackle climate change is by making it cheap to be green, (2) the core infrastructural problems are physical, not digital, but (3) there are many crucial ways in which digital tools accelerate physical change, and many of the barriers to expanding physical infrastructure are inefficiencies that CS is crucial to generate. I also found, somewhat unexpectedly (and partially inspired by our class discussions) a fourth takeaway: computer scientists themselves, due to their pivotal roles in industry, can have significantly more political leverage than the average citizen (though not of the vote-and-canvass kind).

I intentionally created the presentation to target computer scientists at all levels, from first-year undergraduates to software engineers to researchers, and endeavored to find applications in which there was some technical sophistication that they could appreciate. This derived from the intuition that a crucial part of getting computer scientists to take seriously the prospect of working on climate is that the problems themselves could be presented as stimulating, novel, or challenging. I’m still hearing about new intriguing technical solutions and building them into the presentation.

Since finishing the course, I’ve delivered the full talk to an audience of 10 Harvard CS PhDs, postdocs, and faculty previously unfamiliar with any intersection of CS and climate action. The presentation was intended to last for an hour, but ended up taking two and a half, as the audience members began asking every question they had on nearly every slide. By the end, they were discussing potential challenges with fluency, and debating amongst each other which of the pathways discussed might actually be the most effective way for them to act. I consider this a major early success, and this has made me favor continuing to deliver these talks to groups small enough to make attendees likely to iron out their uncertainties.

My next steps are to find CS groups throughout Harvard and MIT, and deliver the talk at least 5 times over the next semester. My intention is, after giving it a few more times, to record it on video (perhaps in several parts) and then publish it on YouTube as a resource to be used more broadly. However, I separately hope that others can be helped to deliver using this same slide-deck, or at least that it can serve as the inspiration for other folks’ outreach on their own campuses and companies.